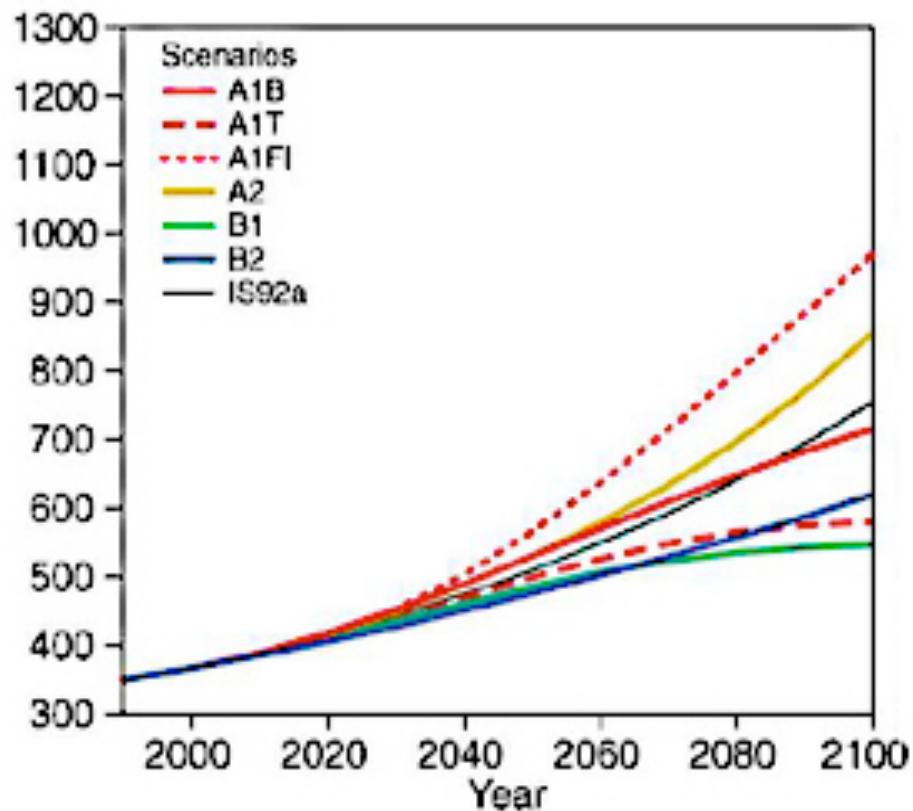


# Developing an improved climate emulator for use in energy policy and economic analysis

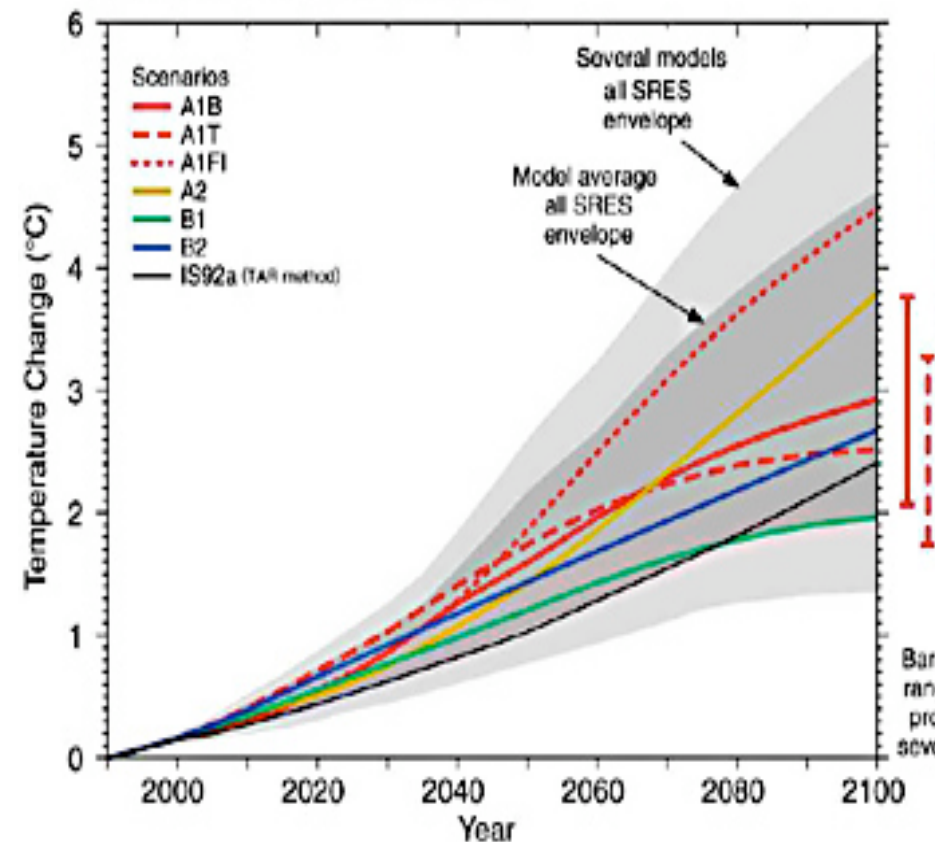
Robert Jacob  
Liz Moyer  
David McInerney

# Changes in atmospheric CO<sub>2</sub> concentration lead to changes in global average temperature

(b) CO<sub>2</sub> concentrations

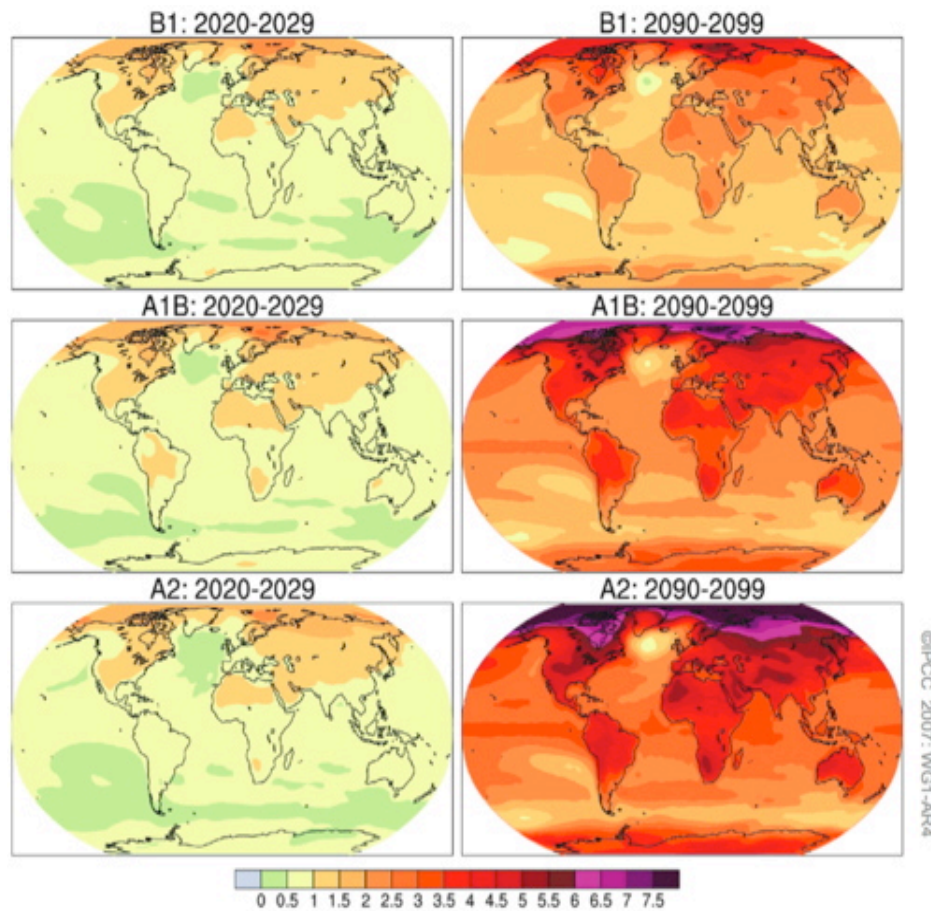


(d) Temperature change

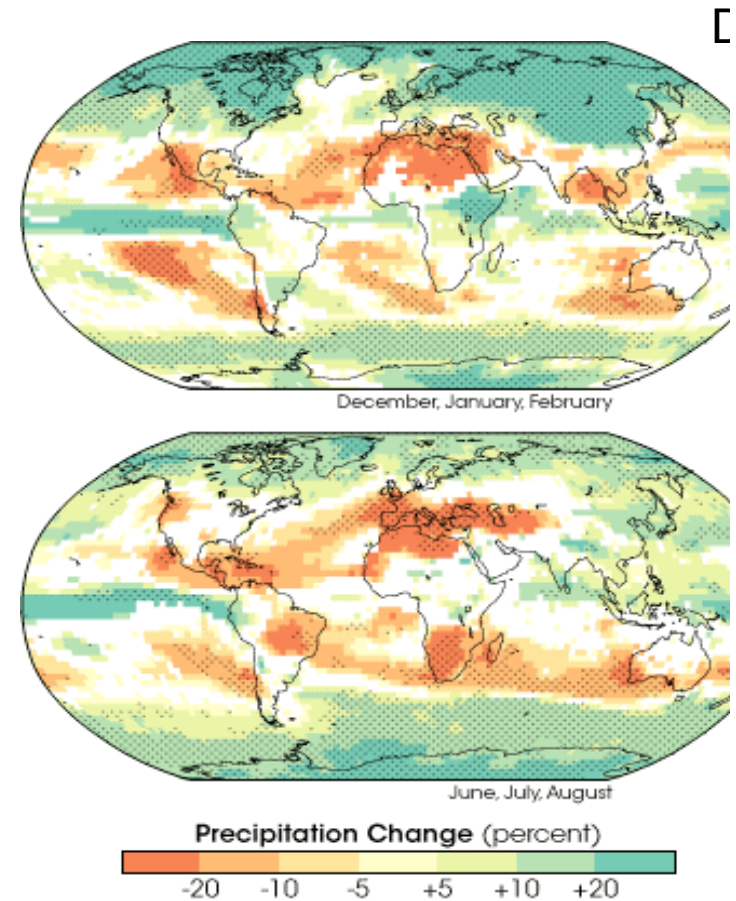


(IPCC, 2001)

# There are also changes in regional climate



Multi-model average temperature change (relative to 1980-1999)



Precipitation change in 2100 for sresa1b (relative to 1980-1999)

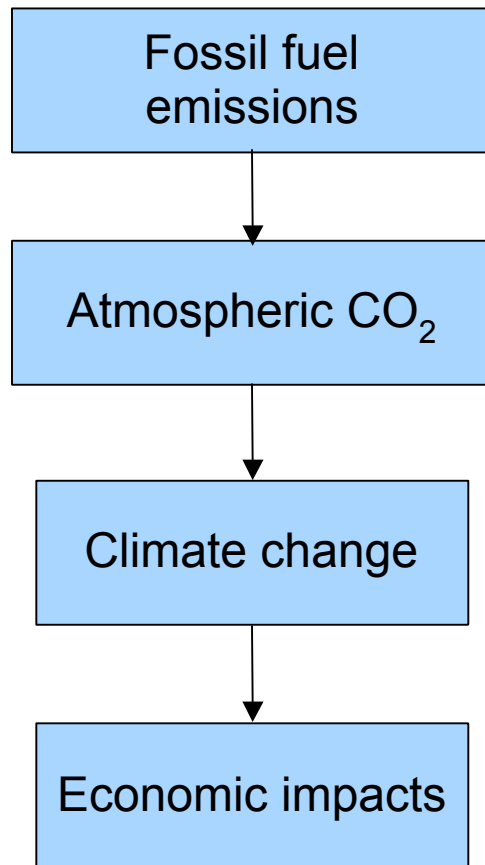


# What are the human-scale impacts of climate change?



Ian Waldie, Getty Images

# Integrated Assessment Models attempt to calculate the effect on human economies

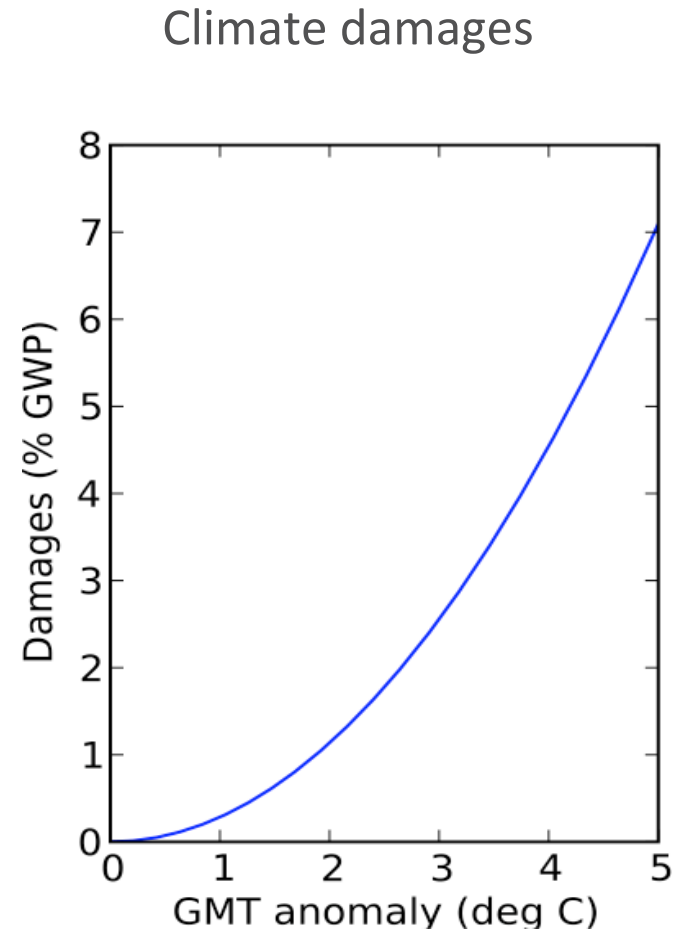


Cutting GHG emissions reduces impacts

- Determine outcome of single policy choice, or estimate optimal trade-off between GHG abatement and climate induced economic damages
- Both cases require multiple iterations
- Detailed Computational General Equilibrium (CGE) economic models are iterated solutions to optimize utility of consumption.
- Optimization methods can require  $10^6$ - $10^8$  runs of the IAM

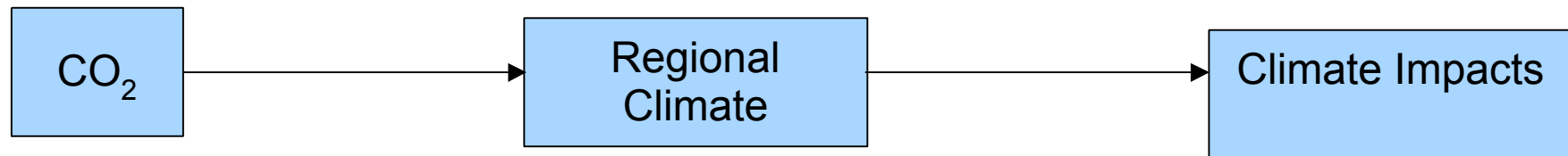
# Climate damages are often estimated crudely and ad hoc

*Example:* Yale's DICE model – all climate effects parameterized by parabolic function with global mean temperature. Climate model is *emulated* by a handful of simple equations.



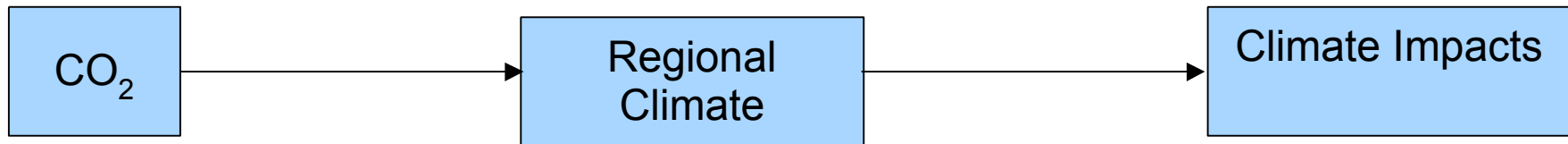
**Why use emulation?** Too expensive to run GCM inside an IAM

## Need better estimates of damage at *regional* scale



This will require not only improved economic models but improved regional climate forecasts, connected to economic model in computationally tractable manner.

# Need better estimates of damage at regional scale.



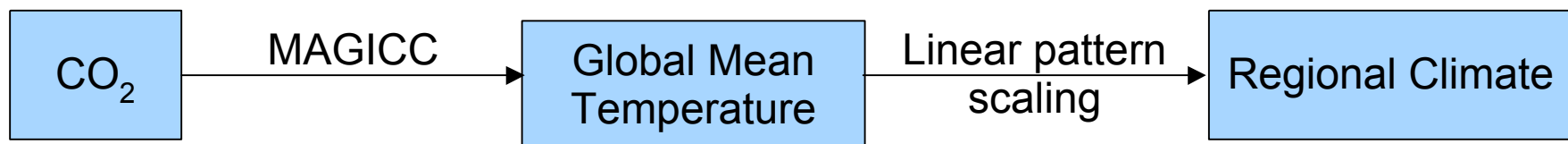
Current approach is too simplistic:  
assumes **climate trajectory does not matter**

**MAGIC/SCENGEN Approach:** For a given forcing scenario

- global mean temperature (GMT) is calculated using MAGICC
- regional climate is scaled linearly with GMT

$$\text{Temp}(\text{Milan}, 2100) = K_{\text{Temp}}(\text{Milan}) * \text{GMT}(2100)$$

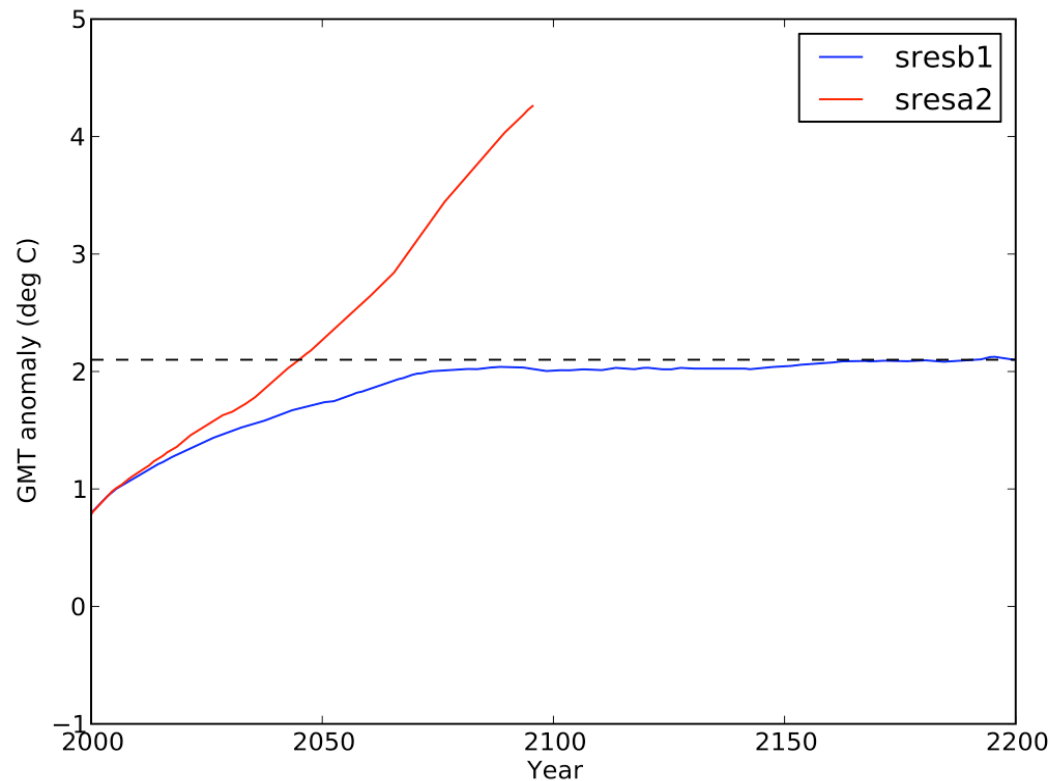
$$\text{Precip}(\text{NSW}, 2100) = K_{\text{Precip}}(\text{NSW}) * \text{GMT}(2100)$$



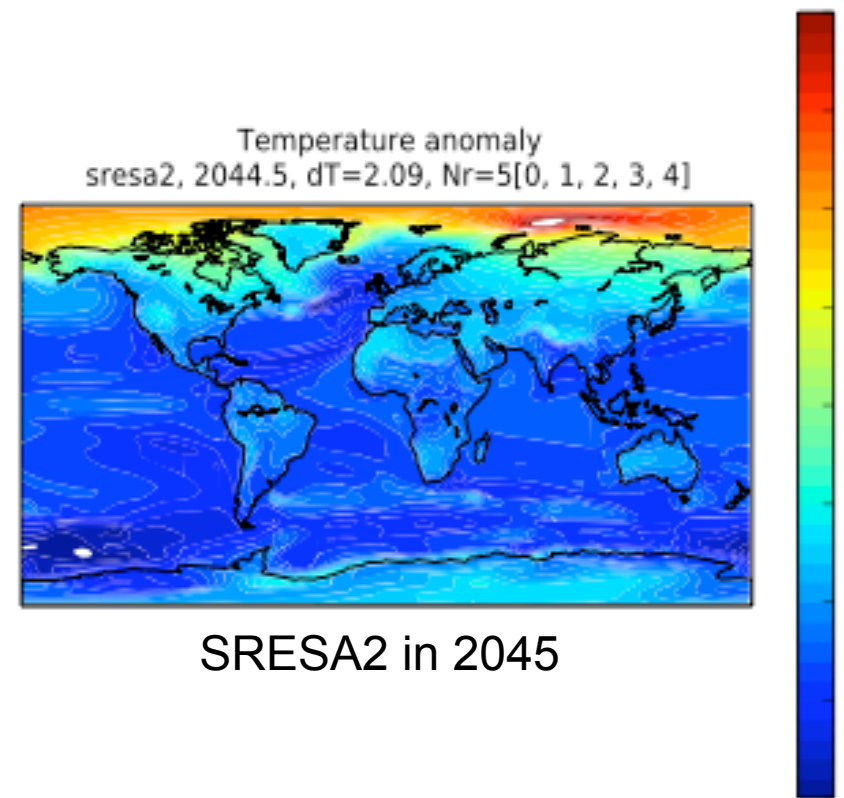
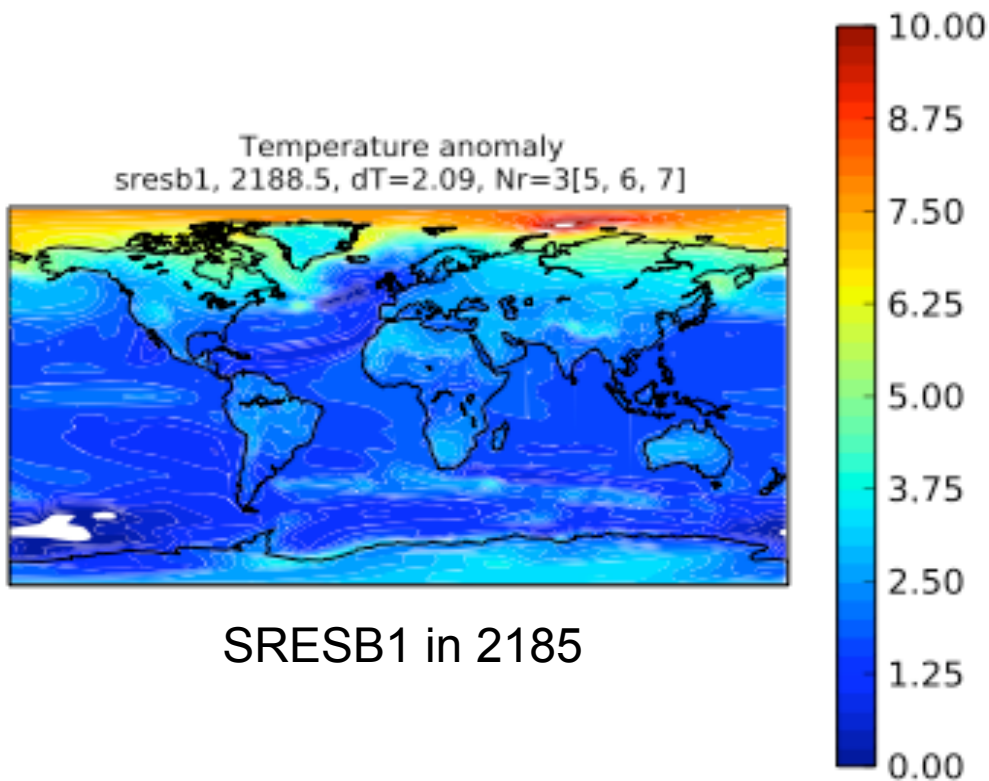


# Same GMT can be reached by very different paths:

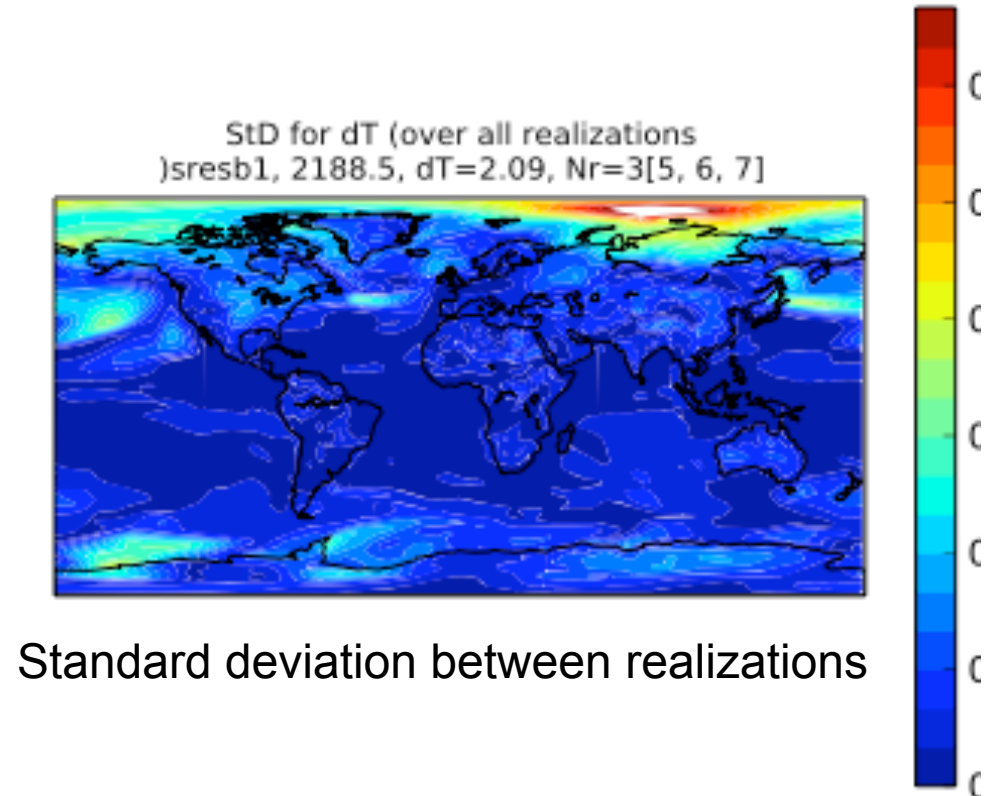
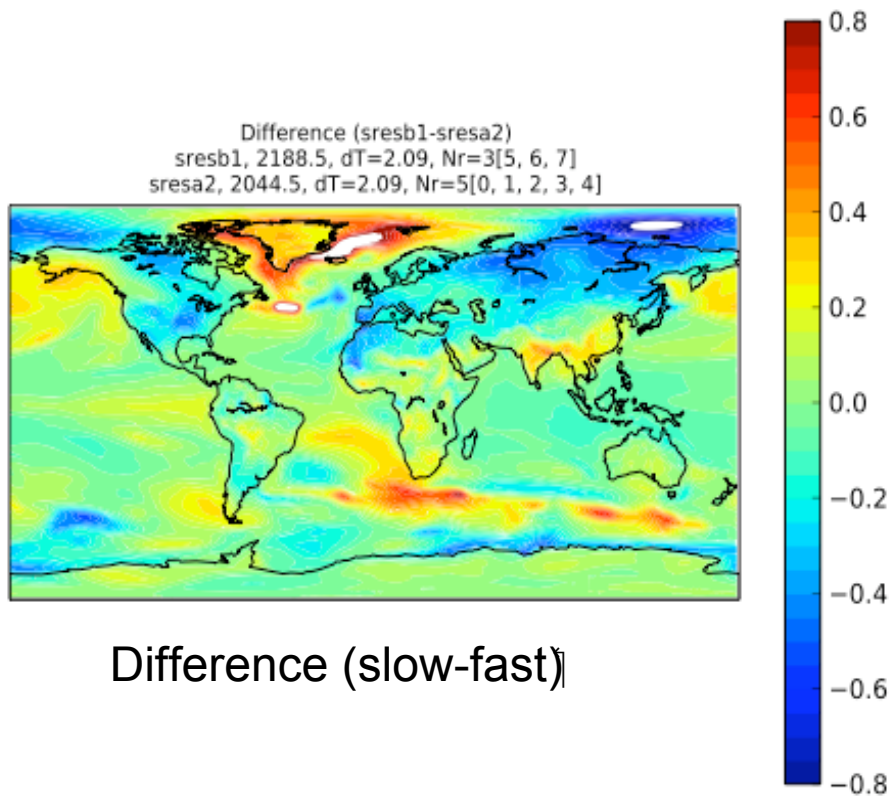
- CCSM output for SRESB1 and SRESA2
- Consider two times when GMT is same



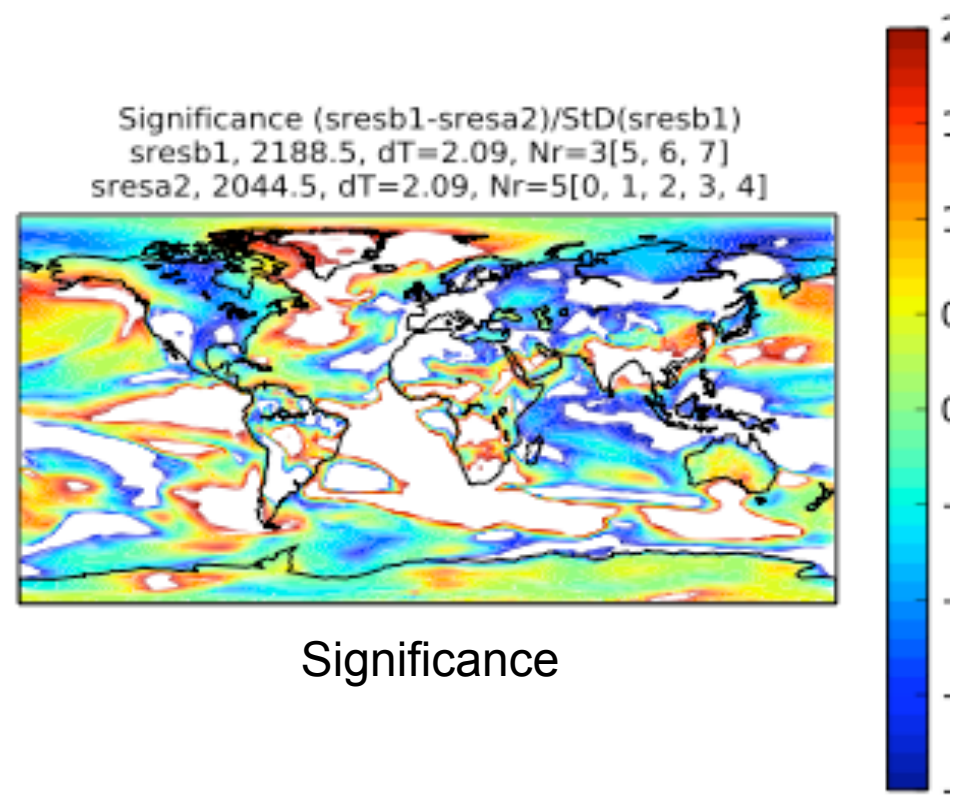
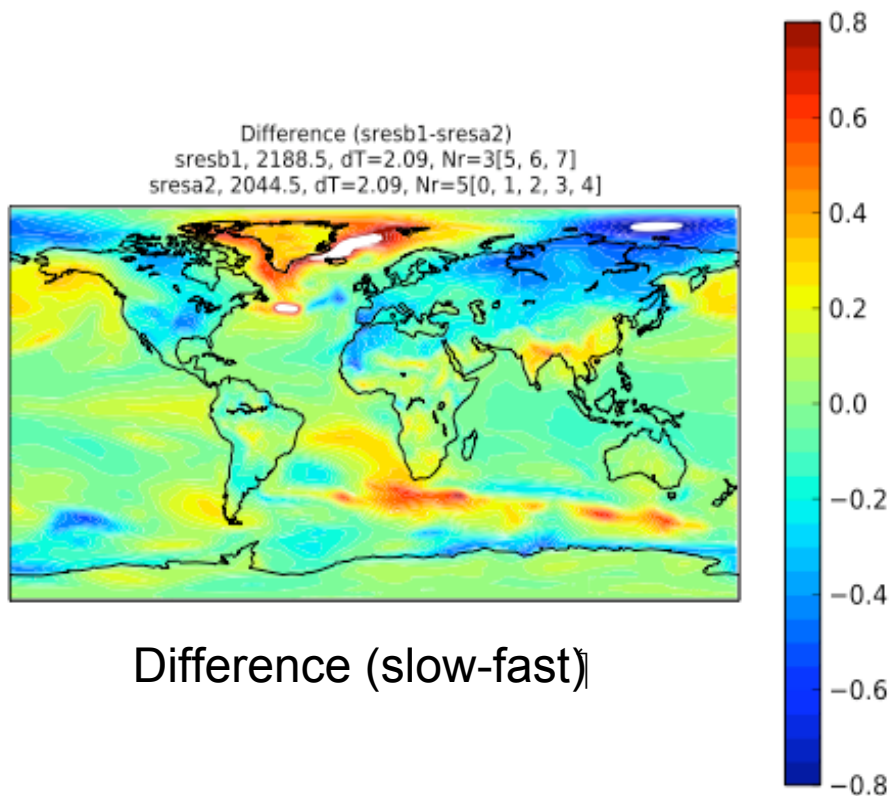
# Does trajectory matter?



# Does trajectory matter?

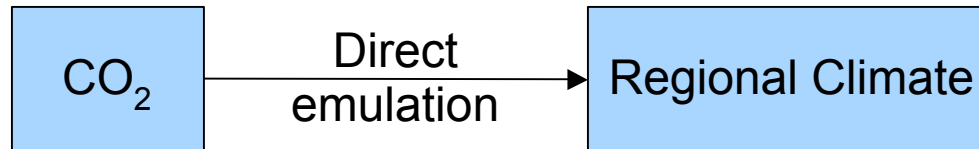


# Does trajectory matter?



Yes it does

# Need a more direct approach

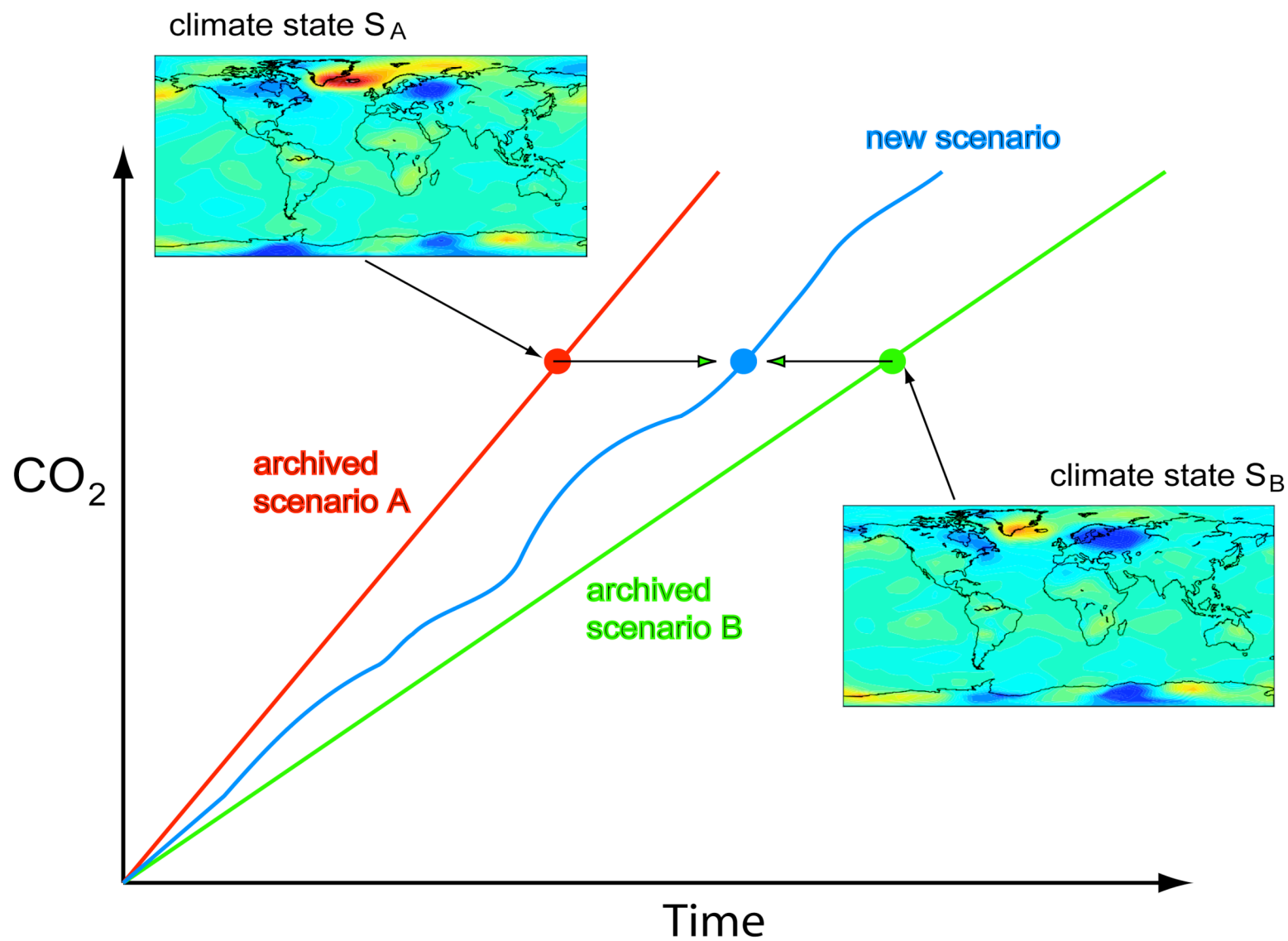


Consider three alternative techniques for climate emulation

- Interpolate between nearest neighbors
- Implement a pattern scaling variant that allows nonlinear scaling of climate with CO<sub>2</sub> concentration and growth rate
- Use principal component analysis tools to construct a series of output surfaces for each variable



# Climate interpolation



# Climate Interpolation

- Generate a library of CCSM runs corresponding to different CO<sub>2</sub> scenarios
- Produce an emulator for approximating CCSM output for a arbitrary CO<sub>2</sub> scenario
- Incorporate this emulator in an Integrated Assessment Model

Problem: CCSM takes a long time to run!

- Even with low resolution, library of runs would require 800,000 CPU hours, and month of wall time

# FOAM library and emulator

- Fast Ocean Atmosphere Model
- R15 resolution ( $4.5^\circ$  lat x  $7.5^\circ$  long) in atmosphere
- Procedure
  - Store surface temperature, precipitation, solar radiation, etc every 3 hours
  - Store other variables every month
  - Use slab ocean, but increase mix layer depth to increase time it takes ocean to warm
  - Emulate temperature, precipitation, growing season, drought, floods, heating and cooling degree days

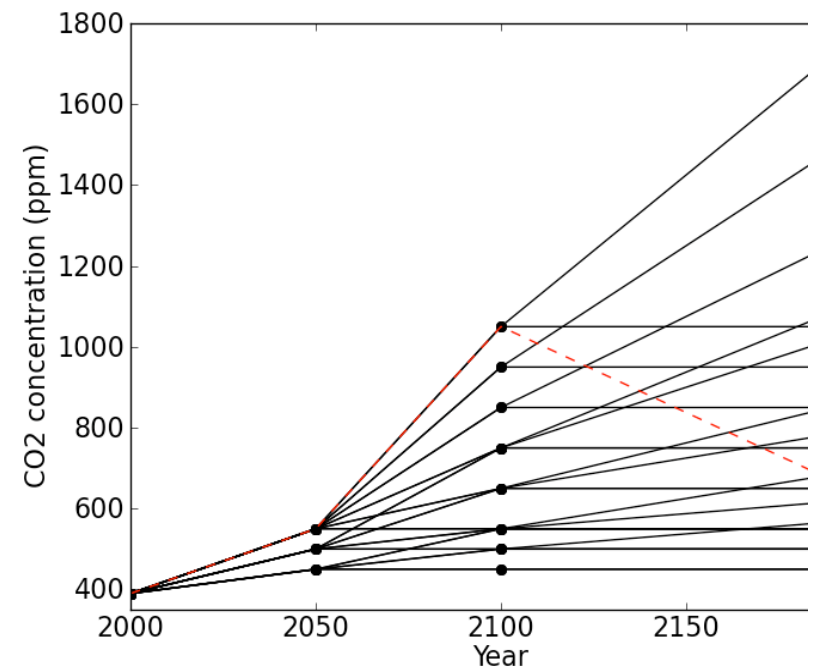
# Building FOAM library for emulation

Compared with CMIP3

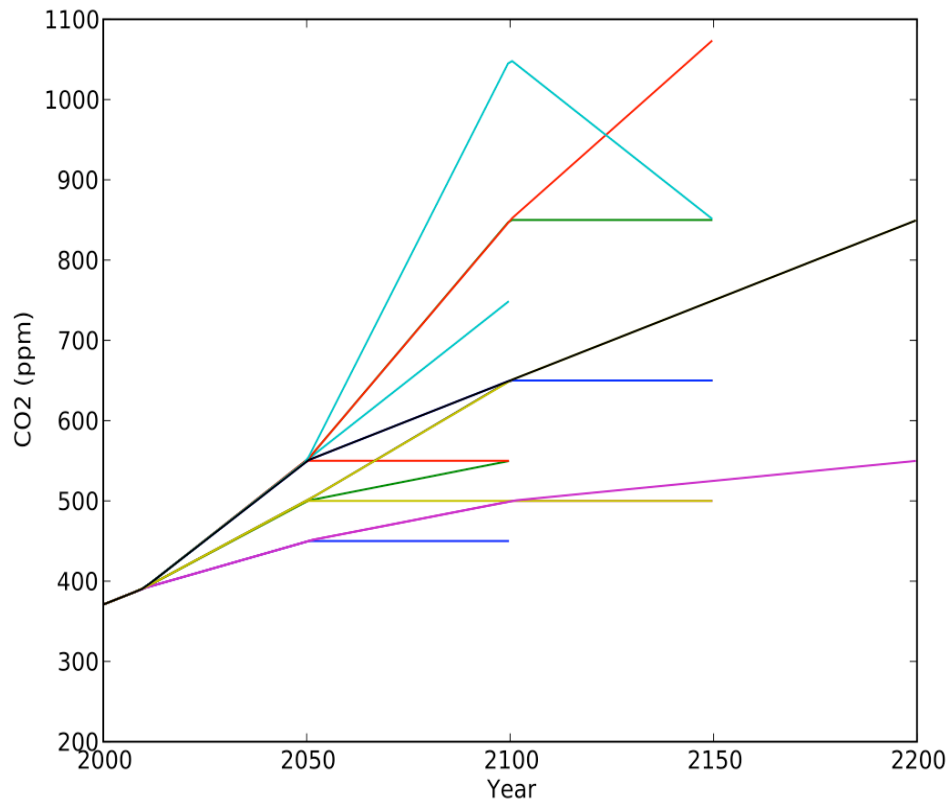
- Consider more scenarios
- More realizations of each scenario
- Simulate beyond 2100 to 2200
- Keep other forcing constant to isolate effects of CO<sub>2</sub>

Tree design

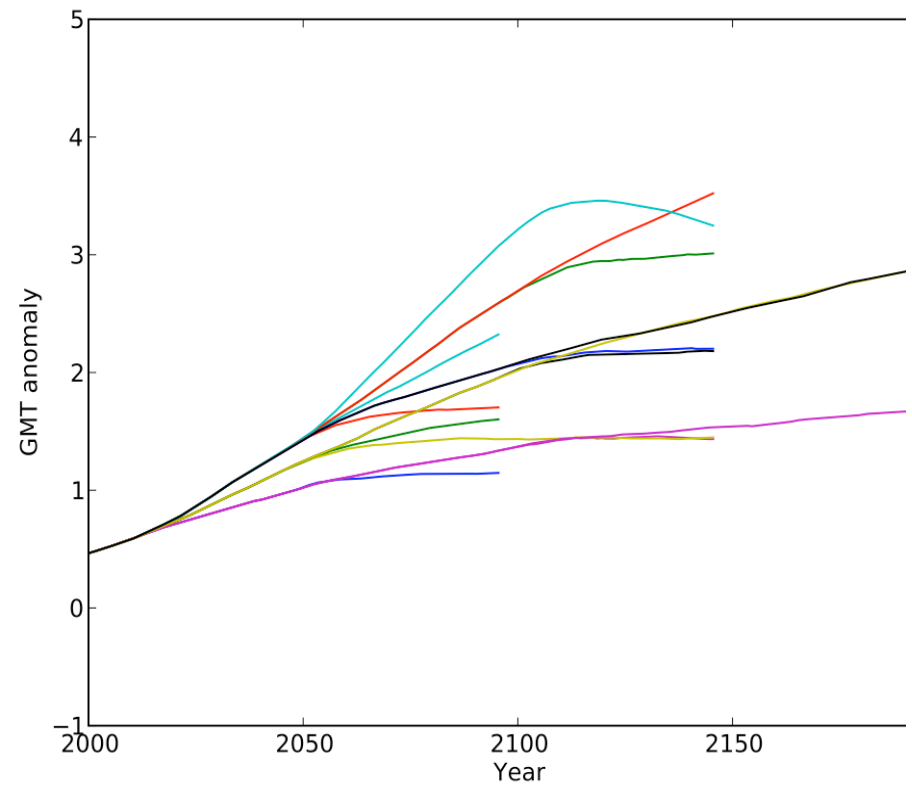
- Saves computing time
- Allows hysteresis in climate to be examined



# FOAM library



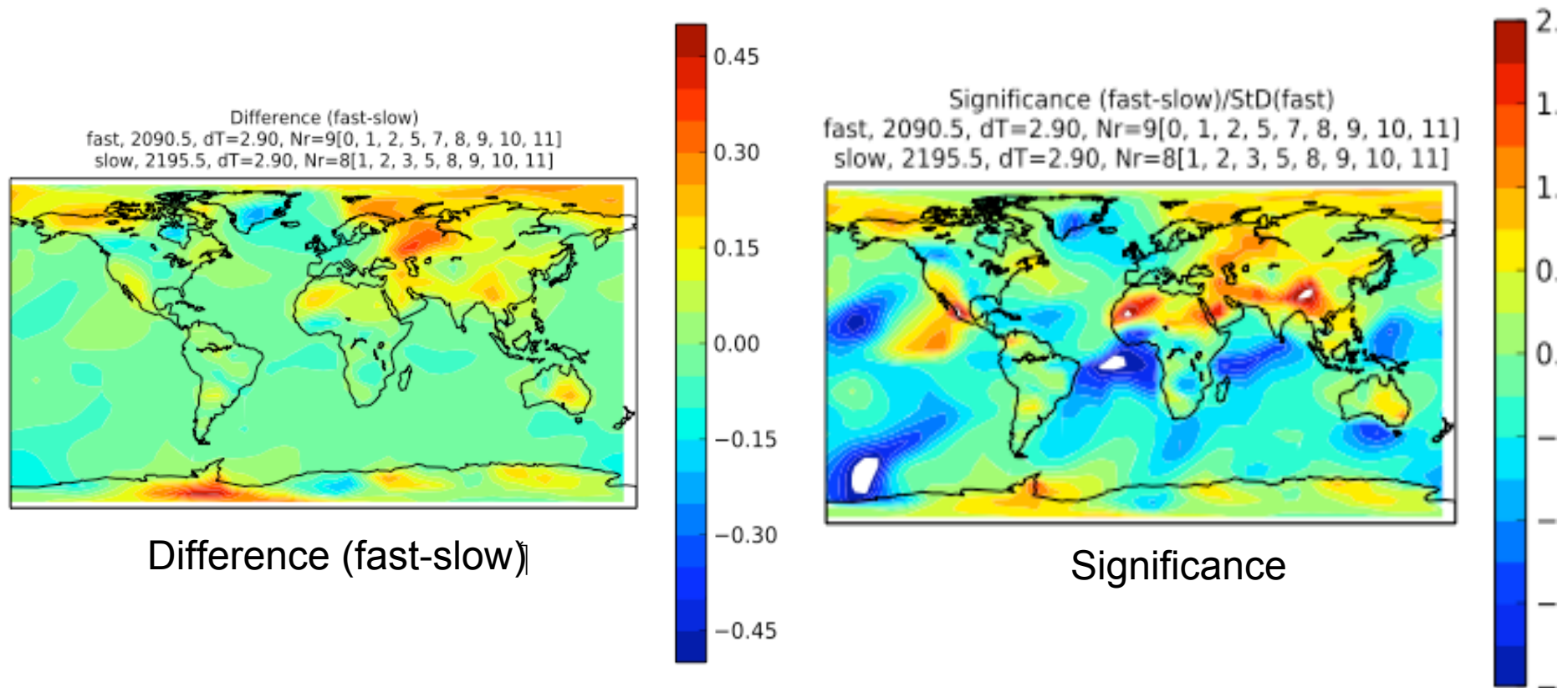
CO2 scenarios



Global mean temperature anomaly



# Results from FOAM library.



Trajectory dependence not as strong



## Should we have used FOAM with a slab ocean?

- Trajectory does not matter as much as expected
- Realization variations swamp any variation due to trajectory
- Slab ocean, even with increased mixed layer, failed to capture important ocean dynamics



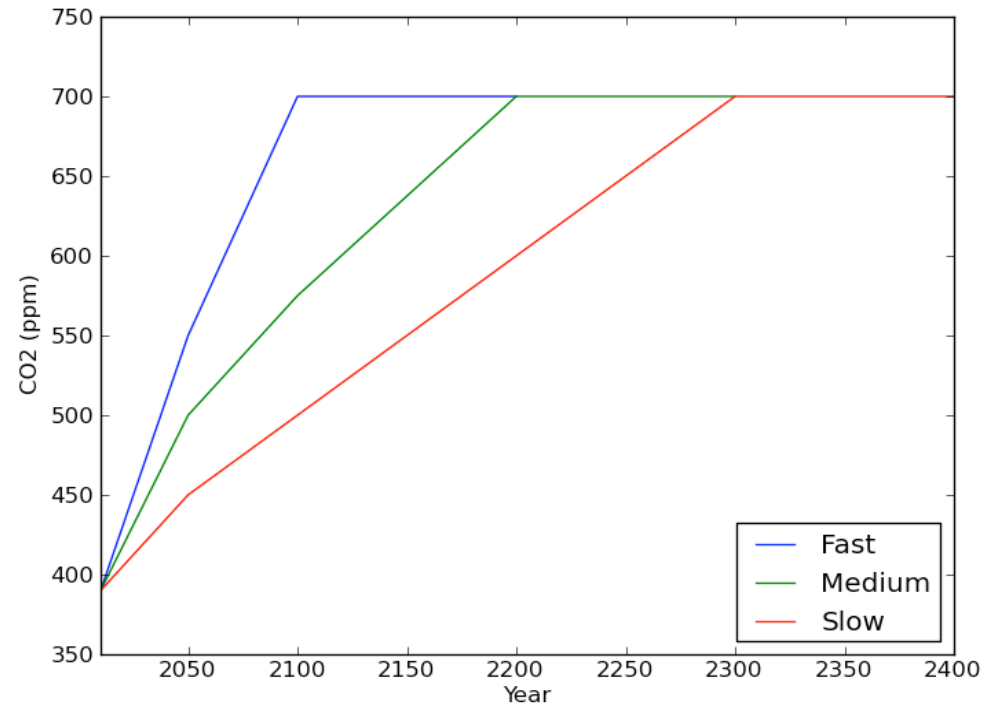
# Current work: examination of pattern scaling issue

- FOAM library shows limited trajectory dependence but can be used for fundamental research on regional climate patterns
- Task 1: Examine viability of linear pattern scaling for inherently non-linear variables
  - Use 3 hourly data from FOAM library to determine agricultural and economic relevant climate variables (drought index, growing season length, cooling degree days). Expect linear pattern scaling to fail, since these variables are nonlinear by design
  - Examine whether nonlinear variant on pattern scaling works
- Task 2: Examine viability of pattern scaling at all for precipitation
  - Greater variation in precipitation than T may mean no significant pattern that rises above realization dependence noise.

# Current Work: expanding to full GCM

Part way through (60%) completing a prototype library of CCSM3 runs with

- 3 scenarios
- 5 realizations
- Low resolution (T31)

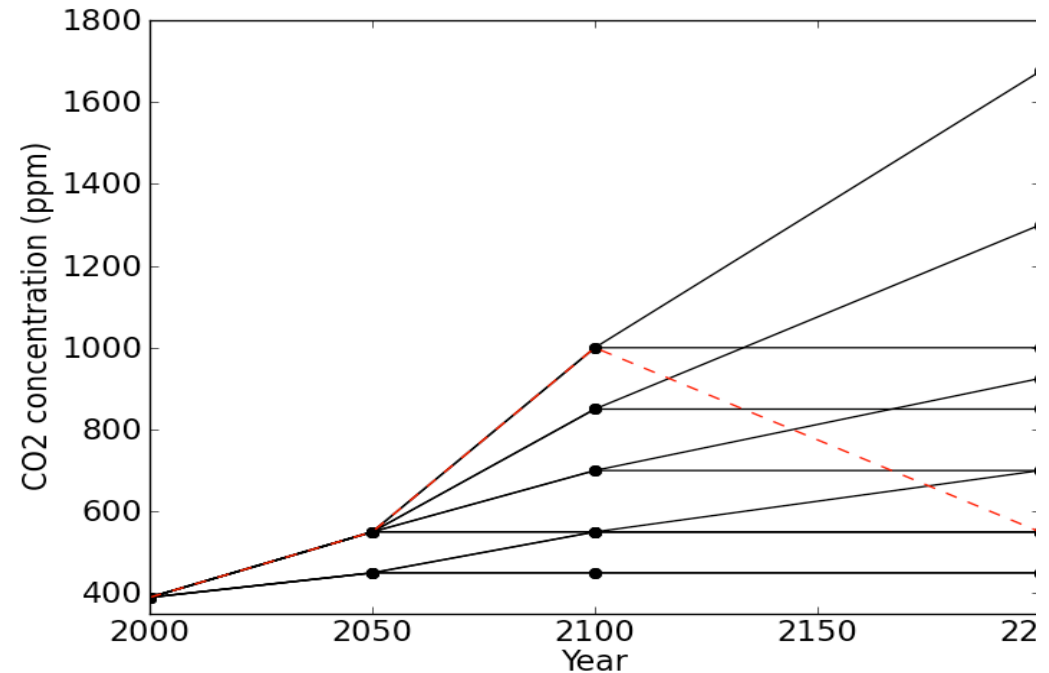


Will use this to performing initial tests of emulation techniques

Data from “Fast” and “Slow” warming scenarios used to emulate climate for “Medium” scenario. Compare approximate solution with “real” model solution

# Future work: producing deliverable for community u

- Develop a larger library of CCSM3 runs
- Successfully applied for large computing allocation at NCAR for these runs



	Current (Steele @ Purdue)	Future (NCAR)
Scenario	3	12
Realizations	5	10
Years per run	~200	~300
Total model years	~3,000	~20,000
Computing resources	200,000 Sus	300,000 GAUs

Use library to develop a climate model emulator for use in climate changes impacts modeling